

23LSO-0218, Skill based amusement games-amendments. Representative Walters moved, Senator Gierau seconds. The motion to sponsor passed unanimously by roll-call vote. The Committee adopted the following amendments:

Page 1-line 4 After "review;" insert "providing definitions;".

Page 1-line 5 Delete "requiring rulemaking;".

Page 1-line 6 Delete entirely and insert "an effective date.".

Page 1-line 10 After "creating" delete "a".

Page 1-line 11 Delete "paragraph" and insert "paragraphs"; after "(xxi)" insert "and (xxii)".

Page 1-line 12 After "(iv)" insert "and by creating a new subsection (e)".

Page 2-after line 4 Insert:

"(xxi) "Directly involved" means any person who maintains, services or has access to the inner workings of skill based amusement games provided by the vendor at a permitted establishment in Wyoming;".

Page 2-line 6 Delete "(xxi)" and insert "(xxii)".

Page 3-line 14 Delete "and" and insert "or".

Page 3-line 15 Delete ", as defined in commission rule,".

Page 3-line 19 After "(iv)" insert "Subject to subsection (e) of this section,".

Page 3-line 20 Delete "and" and insert "or".

Page 3-line 21 Delete "and" and insert "or".

Page 4-after line 2 Insert:

"(e) As part of the licensing process and before receiving or renewing a license specified in paragraph (a) (iv) of this section, each manufacturer shall provide to the commission a written

certification that the manufacturer's skill based amusement games do not possess any hardware feature that can be manually activated, or a software feature that can be altered, by the vendor."

Page 4-line 31 Delete "one hundred twenty (120)" and insert "ninety (90)".

Page 5-lines 1 through 15 Delete entirely and insert:

"Section 2. This act is effective July 1, 2023."